

Guidance and Recommendations

Resource mapping is a valuable method to identify untapped resources for designing and implementing high-quality enrichment programming. Often, existing resources are overlooked during program development. This quick and simple process offers a “snapshot” of potential resources, including staff, facilities, and more, for enrichment. Leveraging existing resources is an effective, efficient, and sustainable strategy for high-quality programming.

To utilize this tool, complete the resource mapping for each site where programming is planned. Inventory resources in key areas: instructors, facilities, equipment, technology, current programming, funding, partners, and potential resources.

Name of Program Site	
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Please indicate content areas in which you have existing instructors/staff. Consider instructor/staff content expertise and interest beyond certification. *(check all that apply)*

INSTRUCTORS					
Art		Gaming		Robotics	
Civics		History/Social Studies		Science	
Coding		Health/Wellness		Sports/Recreation	
Computer Graphics		Library/Media		STEM/STEAM	
Computer Science		Literary Arts		Visual Arts	
Culinary Arts		Math		Other (fill in)	
ELA (English language arts)		Music Tech & Video			
Environmental		Performing Arts (dance, music, theater)			
Folk Art/Crafts		Physical Education			
Notes/Remarks					

Please indicate the facilities/physical spaces at your facility. *(check all that apply)*

FACILITIES/PHYSICAL SPACES					
Amphitheater		Maker-space		Rock Climbing Wall	
Art Studio (with sink)		Meditation Room		Science Lab	
Basketball Court		Mini-Golf Course		Soccer Field	
Cafeteria		Music Room (with proper acoustics)		STEM Lab	
Computer Graphics Lab		Nature/School Garden		Tennis/Pickleball Court	
Dance Studio (with mirrors)		Open Space (for tented area)		Wood Shop	
Football Field		Outdoor Pool		Yoga/Tai Chi Studio	
Indoor Pool		Performing Arts Stage & Auditorium		Other (fill in)	
Industrial Kitchen		Photography Lab			
Interior/Exterior Mural-Appropriate Walls		Playground			
Library/Multipurpose Room		Recording Studio			
Notes/Remarks					

Please indicate the equipment & technology that could be utilized for enrichment programming. *(check all that apply)*

EQUIPMENT & TECHNOLOGY					
Audio/Visual Equipment		Easels		Potters Wheel	
Ceramics Kiln		Gaming Equipment		Printmaking Equipment	
Chromebooks		High Speed Internet		Recording Equipment	
Color Printers		Laptop Computers		Sports Equipment	
Desktop Computers		Loom		Traditional Board Games	
Digital Cameras		Musical Instruments		Woodworking Equipment	
Notes/Remarks					

List existing enrichment programming and information about each. Consider current afterschool clubs, activities, and/or programs that could potentially be expanded.

CURRENT PROGRAMMING		
Program Name	Content Area	Brief Description
Notes/Remarks		

List supplemental funding sources that could potentially support enrichment programming.

FUNDING		
Funding Source Name	Purpose	Brief Description
Notes/Remarks		

List existing partners (organizations, businesses, private funders, individuals) that could potentially support enrichment programming. Include name and resource.

PARTNERS		
Name	Type	Resource Detail
Notes/Remarks		

Pull down key points from your responses above to review your "snapshot" of enrichment resources.

SNAPSHOT/RESOURCE INVENTORY	
Instructors	
Facilities/Physical Spaces	
Equipment & Technology	
Current Programming	
Funding	
Partners	
Community Resources	

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